Bootcamp Technical Meeting

Teamwork, Character Building & Introduction to tech Industry

Melcosh Coffee Glamcamp, Kaliurang, DIY. 14-16 Januari 2022

Bootcamp Bodha Participant

- Participant : 41

- Departure :

DIY	Jawa Tengah (Magelang, Solo,Demak & Tegal)	Jabodetabek	Kalimantan (Balikpapan)	Bali	Jawa Timur (Surabaya & Cepu)
17	17	3	1	1	2

Deskripsi Kegiatan

- 3 Hari, 2 malam (14-16 Januari 2022)

- Indoor & Outdoor Activity

- Outbound & Physical Activity

- Psychological Assessment

- Group Activity

- Introduction to Tech. Industry (Project Management, UI/UX Introduction, teamwork & communication, DevOps)

- Melcosh Coffee Roasters & Glam Camp, Kaliurang, DIY.

Perlengkapan

- - Baju ganti untuk 3 hari

- - jacket atau Sweater

- - Baju siap basah

- - Laptop

- - Obat-obatan pribadi

- - Kartu vaksin/Aplikasi peduli lindungi (sudah harus vaksin ke 2)

- - Senter

- - Roll kabel (secukupnya)

- - Jas Hujan

- - Sandal

Aplikasi & software yang diperlukan

- Virtual Box dan Iso Ubuntu Server

- Figma

- Code Editor (Virtual studio, sublime, dll)

- Microgen

- Peserta diharuskan sudah menonton film Snowden

- Character Building : Psychological assessment, Self Concept, Leadership, Resilience, Creativity, Commitment & Problem Solving (games, role play, & indoor session)

- Introduction to tech industry : Project Management, DevOps, & Introducing to UI/UX (an overview),

- Group Activity: Peserta akan dibagi menjadi 6 kelompok, dan masing-masing kelompok akan didampingi 1 fasilitator. Setiap kelompok akan diberi tugas untuk menghasilkan ide atau membuat konsep karya teknologi sesuai dengan kreativitas masing-masing yang akan dipresentasikan di hari terakhir.

- Kriteria karya : (1) Terukur/ dapat direalisasikan; (2) menjawab kebutuhan atau persoalan di masyarakat; (3) inovatif

Group Task

-Participant will be given task to build a concept of product (Web/mobile apps based). The product must be : (1) relevance with the society needs; (2) reasonable, measurable, & testable; (3) Creative
-Each group will have mentor to guide all the participant
Output : (1) apps structure; (2) Minimum Design Apps 3) marketing strategy; (4) time line (time allocated to finish the product)

Rundown

Day 1 Jumat, January, 14, 2022

No	Day, Date, & Time	Activity
1.	06.30-07.50 AM	Registration for all bootcamp participant
2.	07.50-08.00 AM	Opening
3.	08.10-08.15 AM	Event Technical brief
4.	08.15-12.15 AM	Psychological Assessment (phase 1)
5.	13.00-15. 45 PM	- Outdoor & Physical Activity (phase 1)
6.	16.00-17.35 PM	Outdoor & Physical Activity (phase 2)
7.	19.15-20.45 PM	Conflict Management
8.	20.45-22.30 PM	Group Activity My Dream Project

Day 2 Sabtu, January, 15, 2022

No	Day, Date, & Time	Activity
1.	07.20-09.30 AM	Introduction to Project Management
2.	09.45-12.15 AM	Introduction to UI/UX
3.	13.00-15.15 PM	Team Work Collaboration
4.	15.30-17.30 PM	DevOps Introduction
5.	18.45-23.00	Group Activity

Day 3 Minggu, January, 16, 2022

No	Day, Date, & Time	Activity
2.	07.20-07.45 AM	Games Activity
3.	07.45-10.30 AM	Final Presentation
4.	10.45-11.00 PM	Closing Ceremony

Virtual box :
https://www.virtualbox.org/wiki/Downloads

ISO ubuntu :
https://releases.ubuntu.com/20.04.3/ubuntu-20.04.3-live-server-amd64.iso

Figma
https://www.figma.com/downloads/

Movie
https://simpanan.carakan.id/s/A5Jl121s4m0Bzce#/